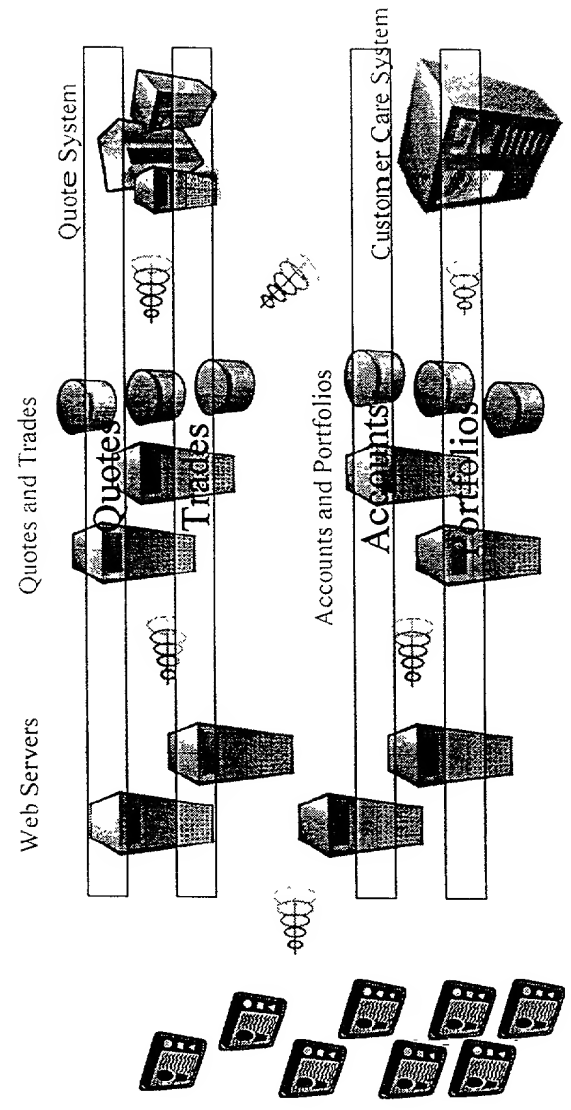


Figure 1. A diagram illustrating the architecture of a financial system, showing the flow of data between various components.

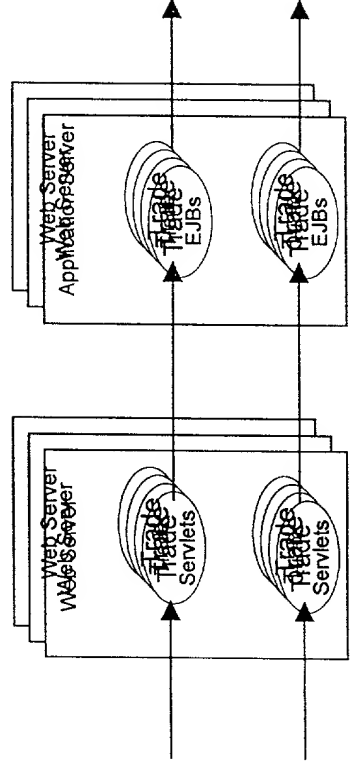
Figure 1.



Price Act

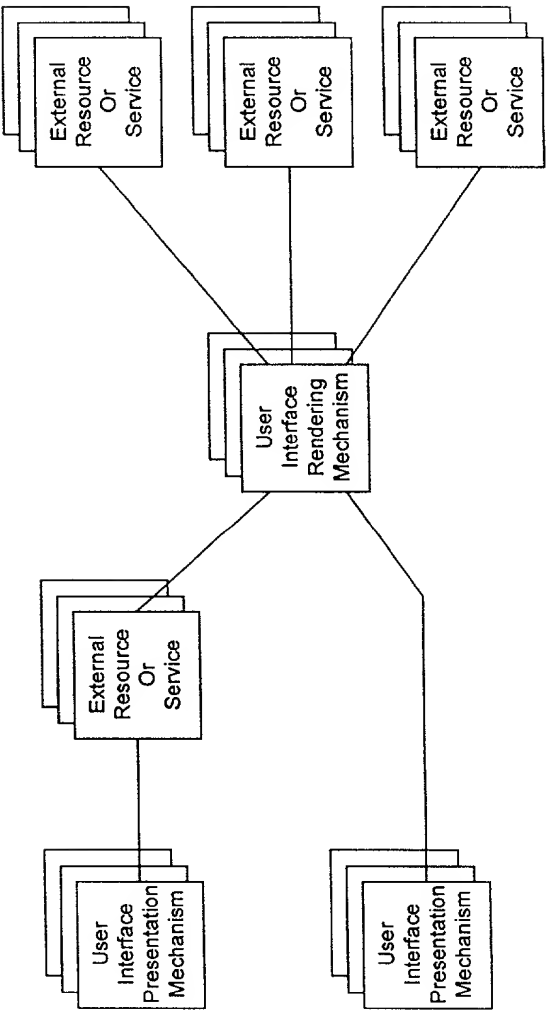
Figure 2. The architecture of the system.

Figure 2.



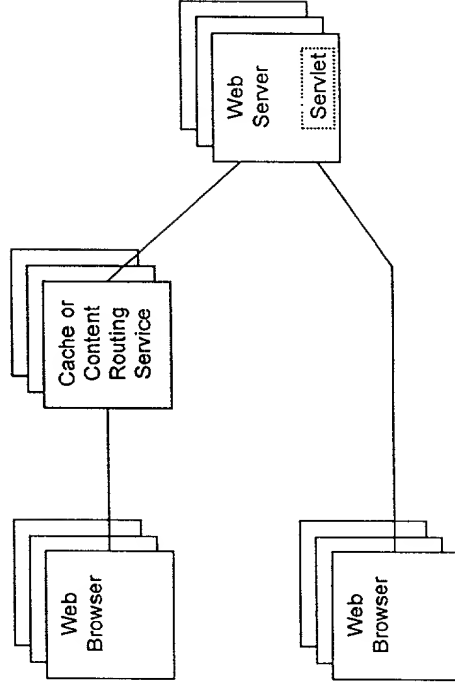
Prion Art

Figure 3.



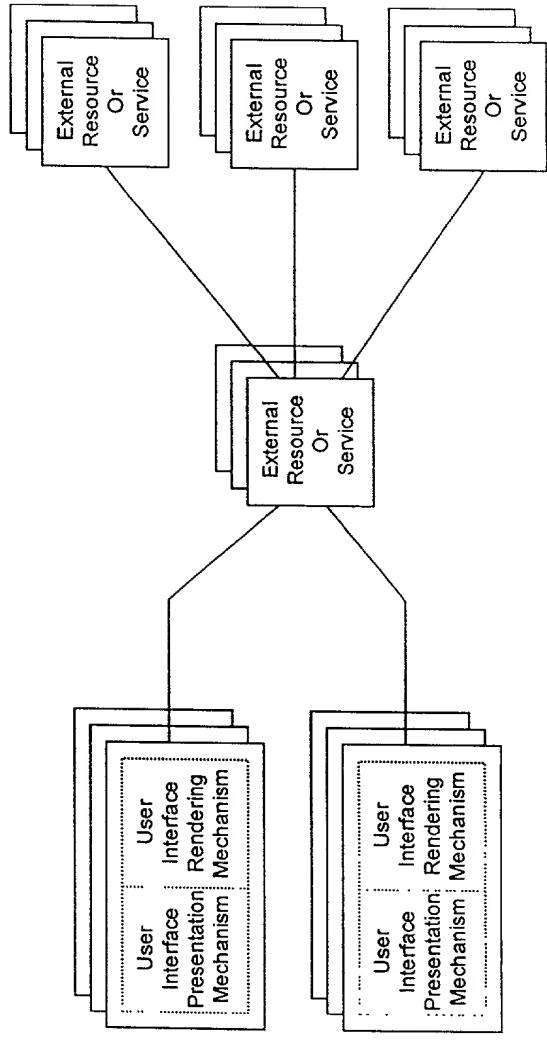
Prior Art

Figure 4.



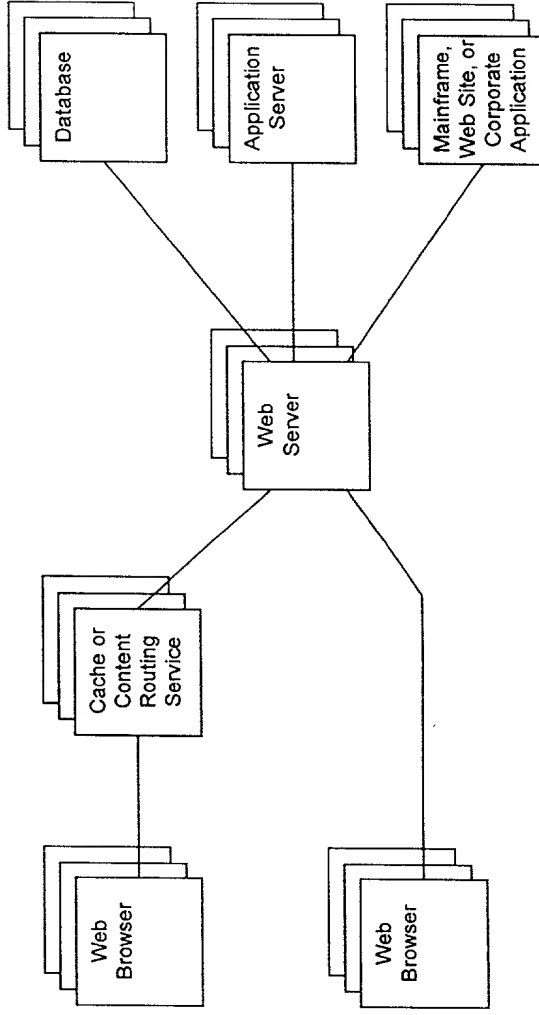
Prior Art

Figure 5.



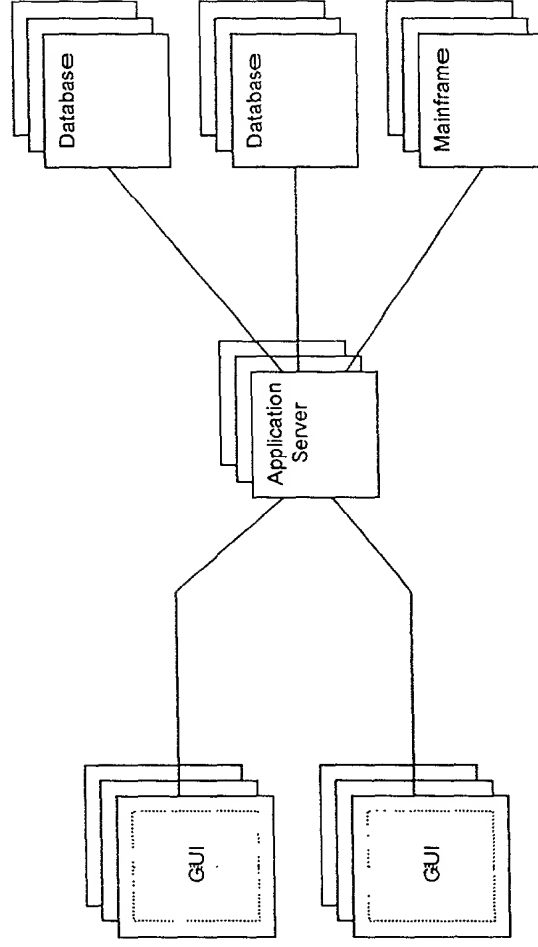
Prior Art

Figure 6.



Prior Art

Figure 7.



Prior Art

Figure 8.

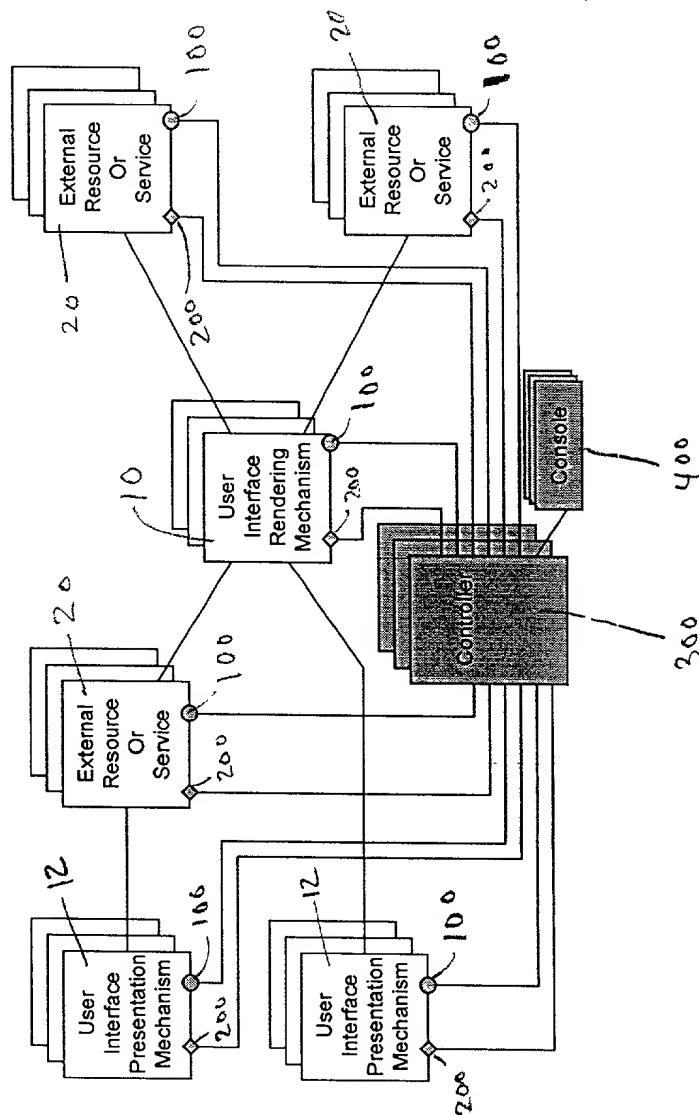




Figure 9.

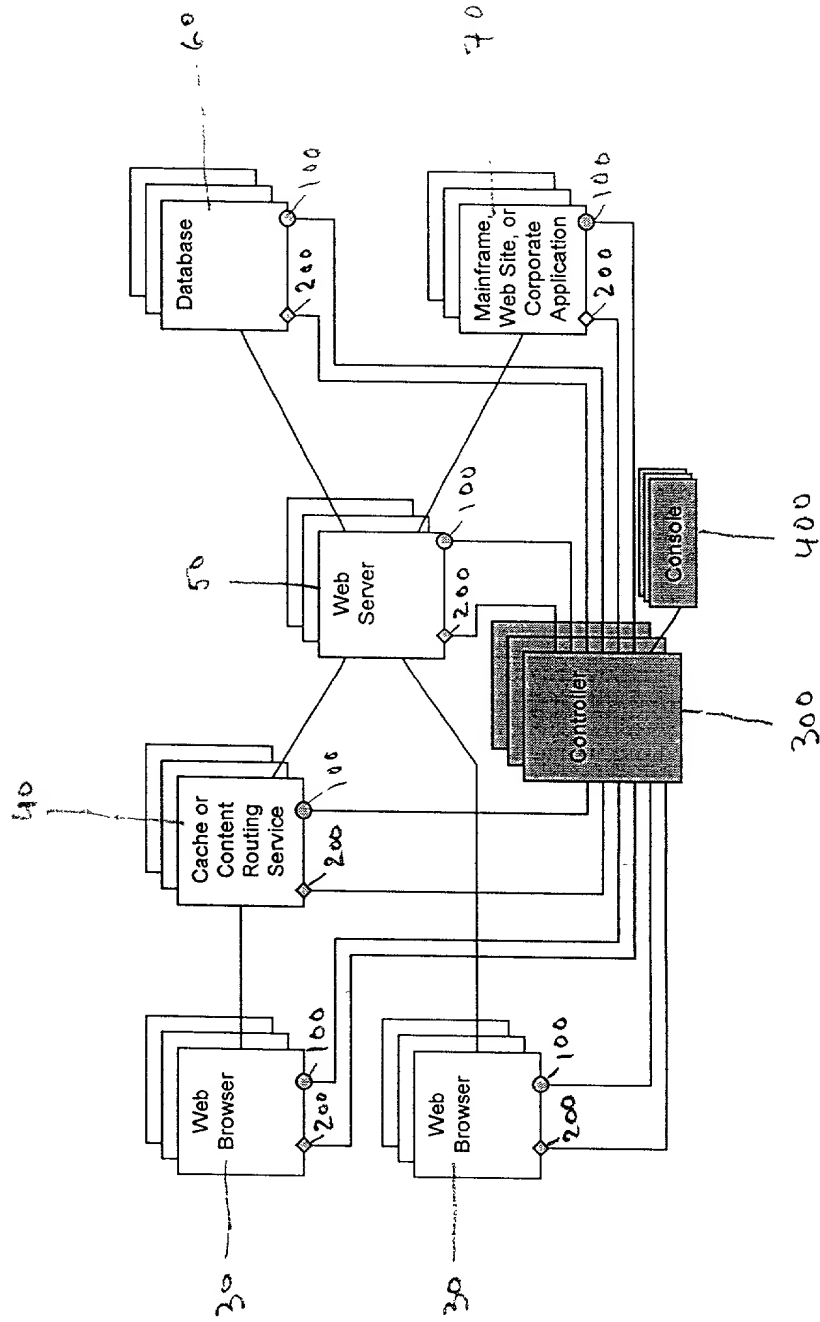


Figure 10.

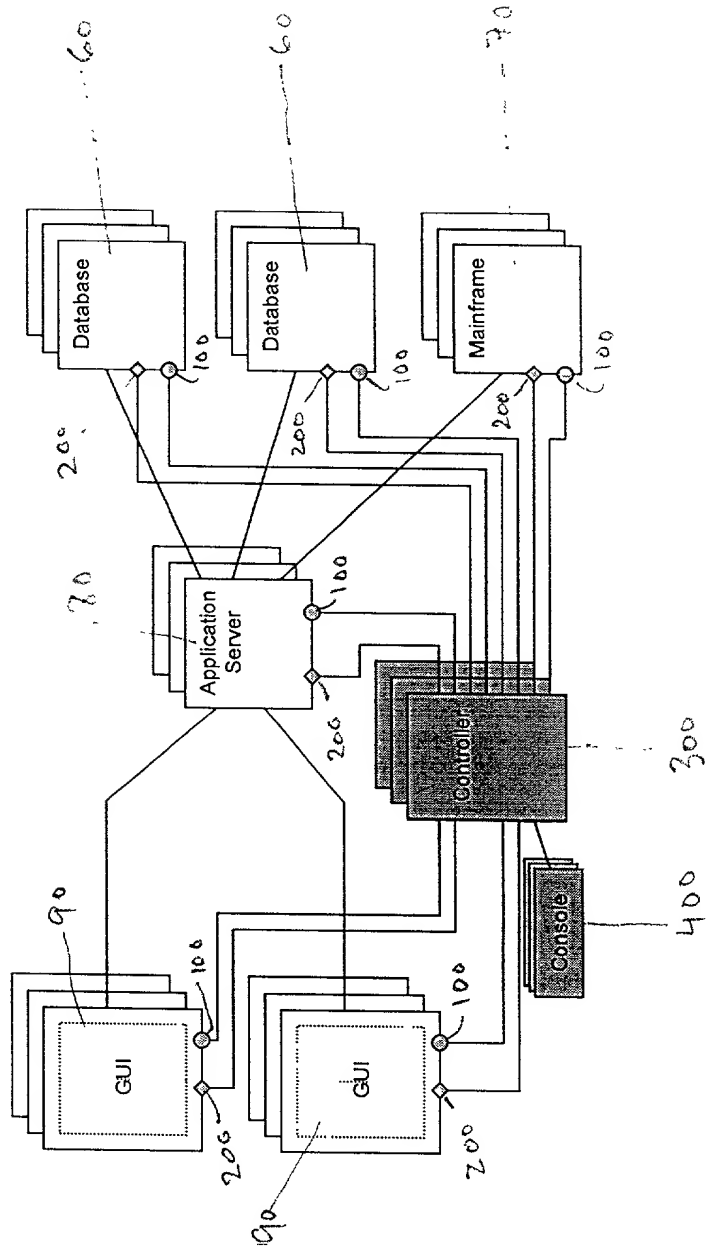


Figure 11.

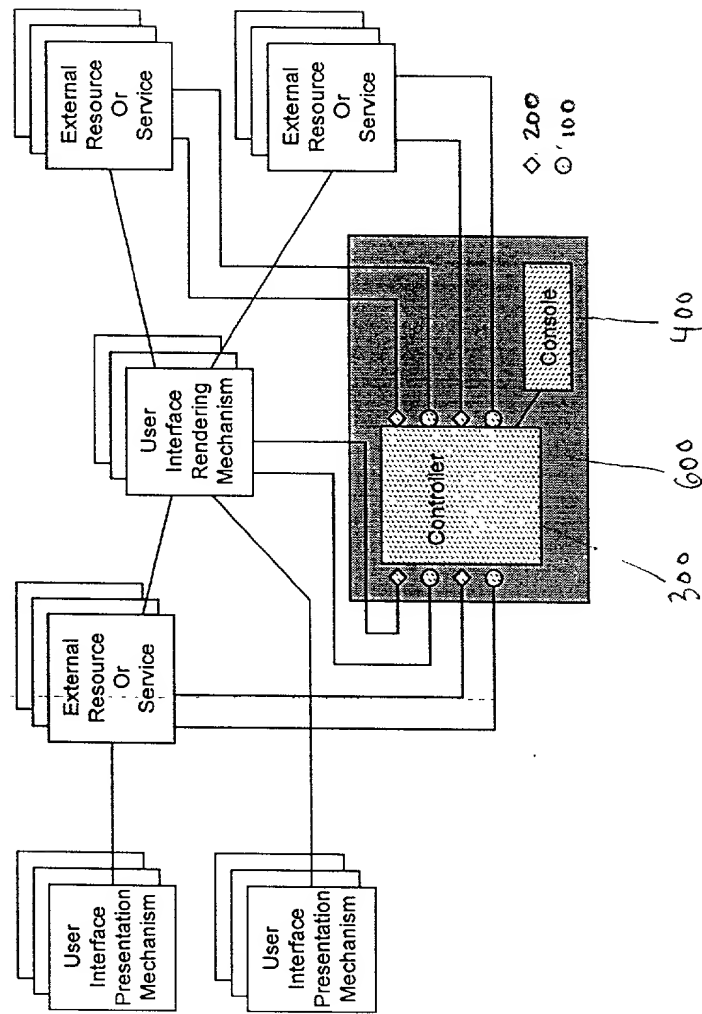


Figure 12.

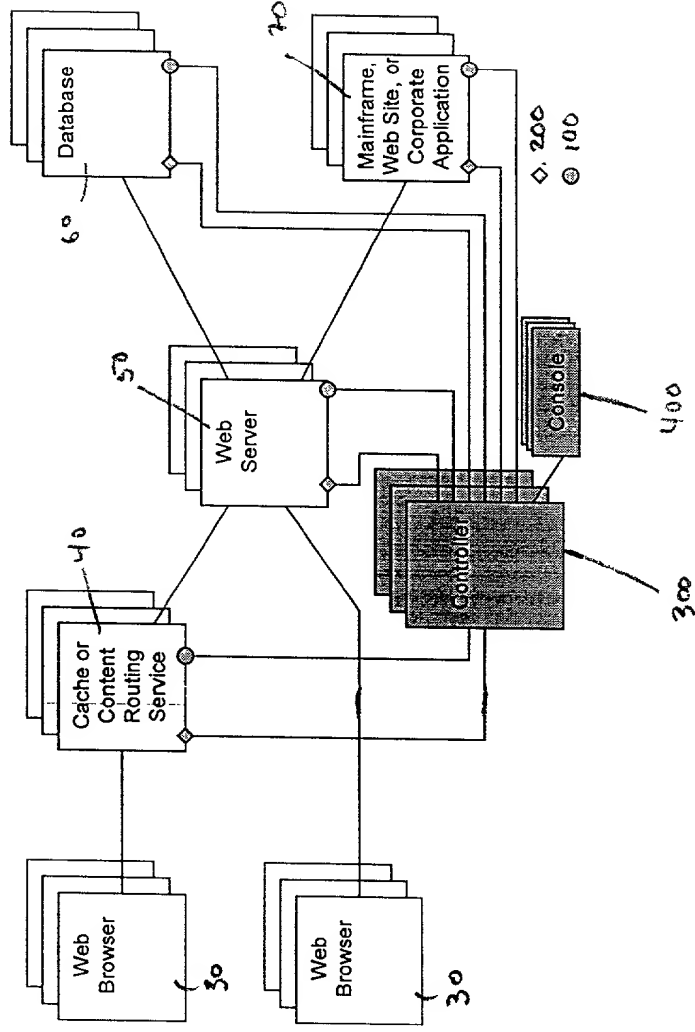




Figure 14.

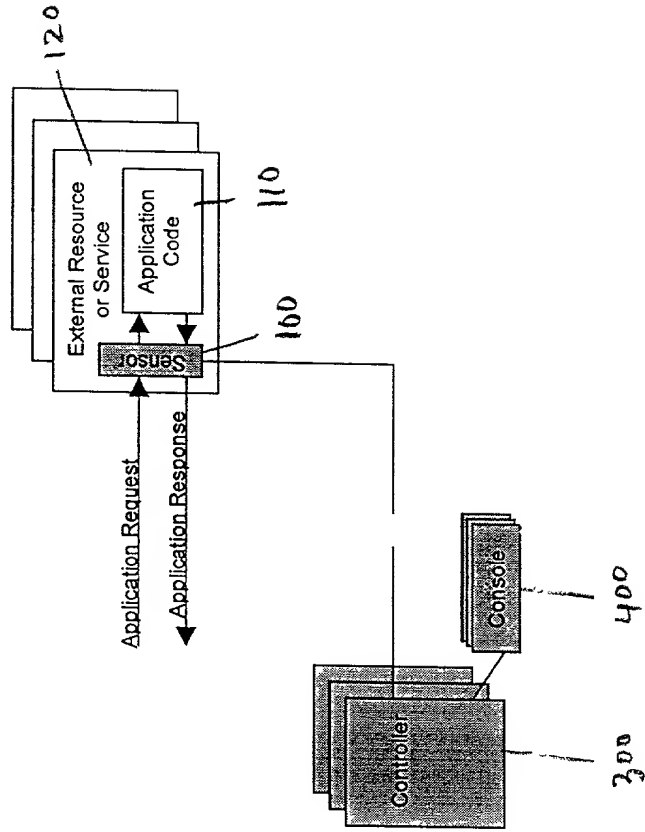


Figure 15.

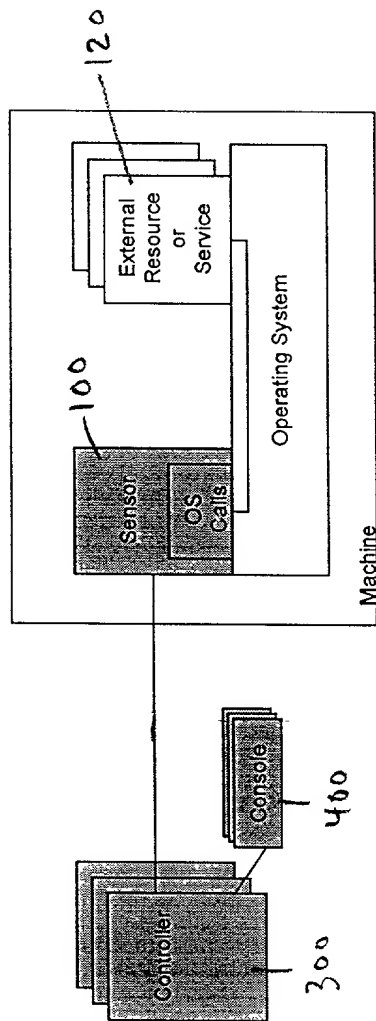


Figure 16.

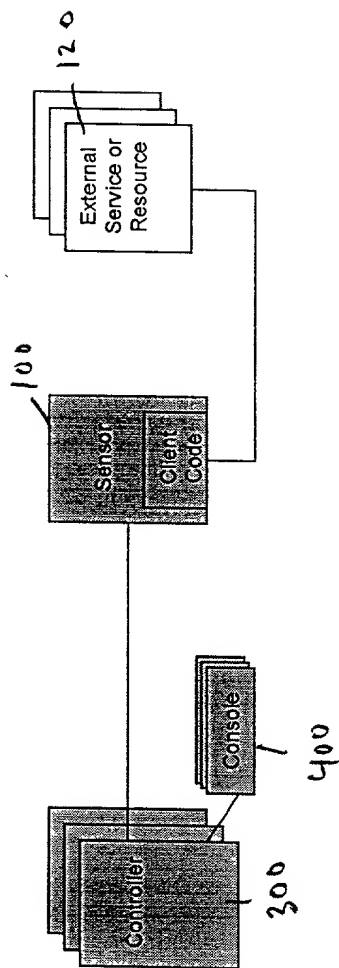




Figure 17.

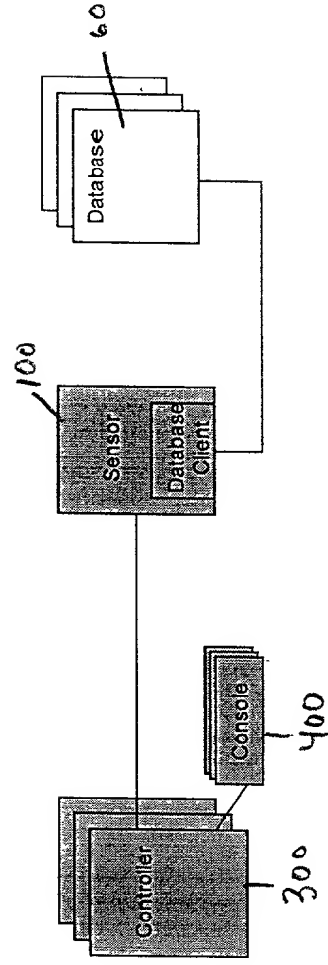


Figure 18.

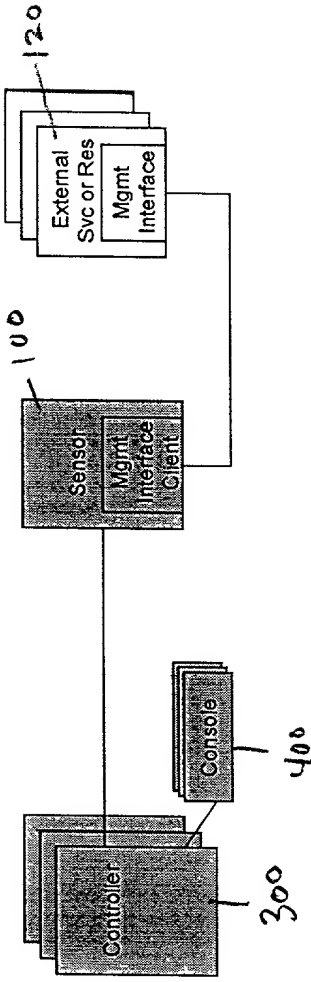


Figure 19.

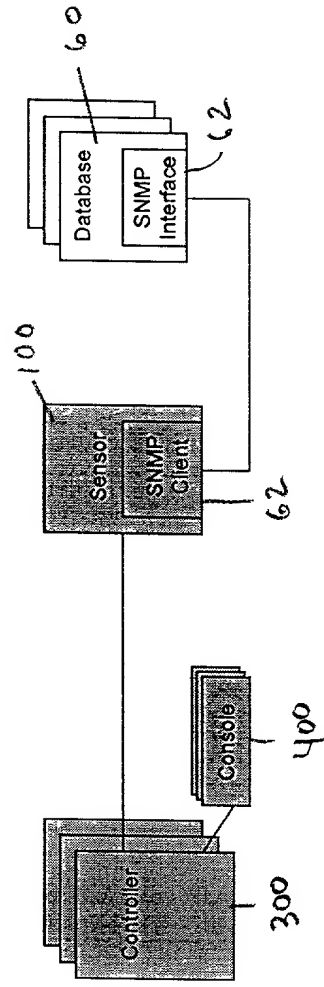


Figure 20.

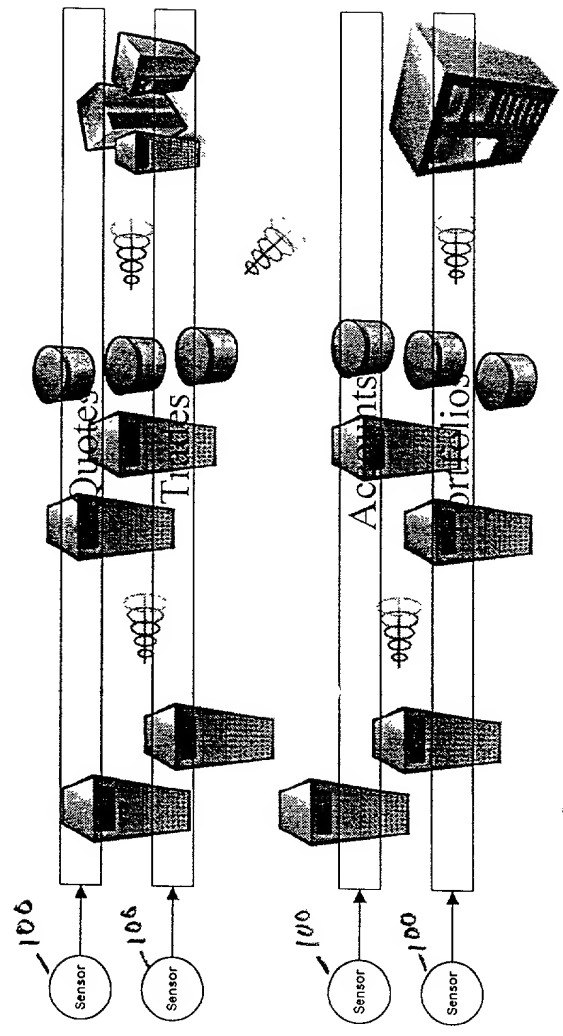


Figure 21.

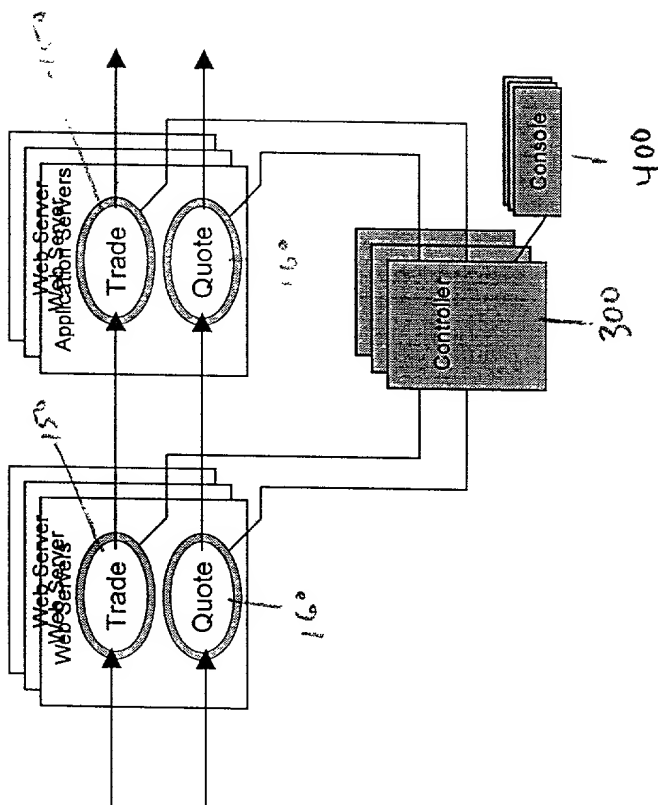


Figure 22.

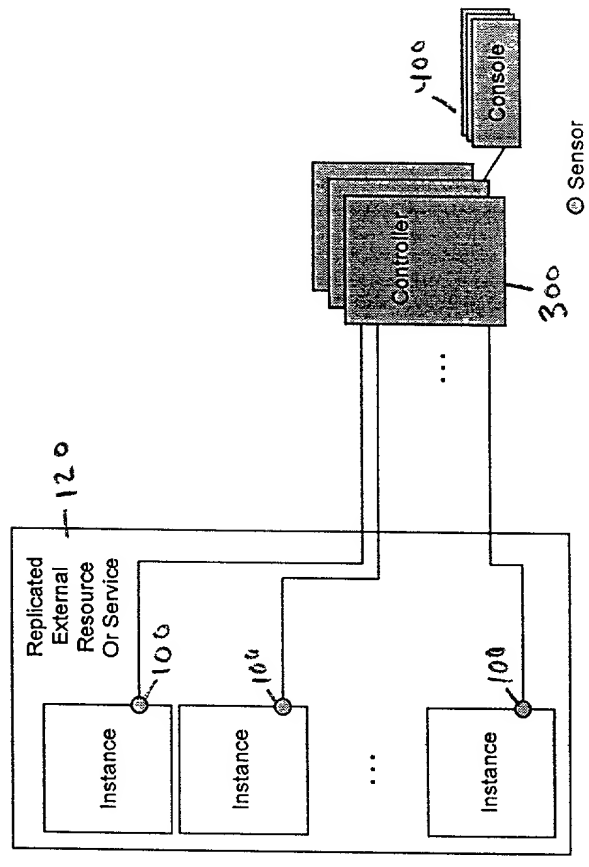


Figure 23.

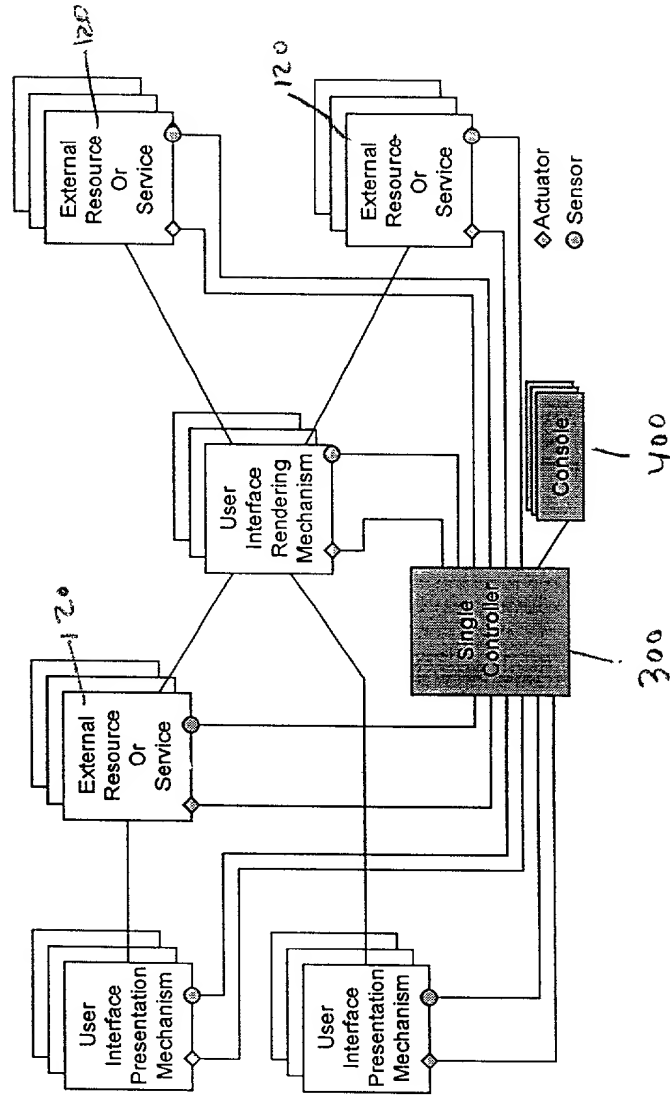


Figure 24.

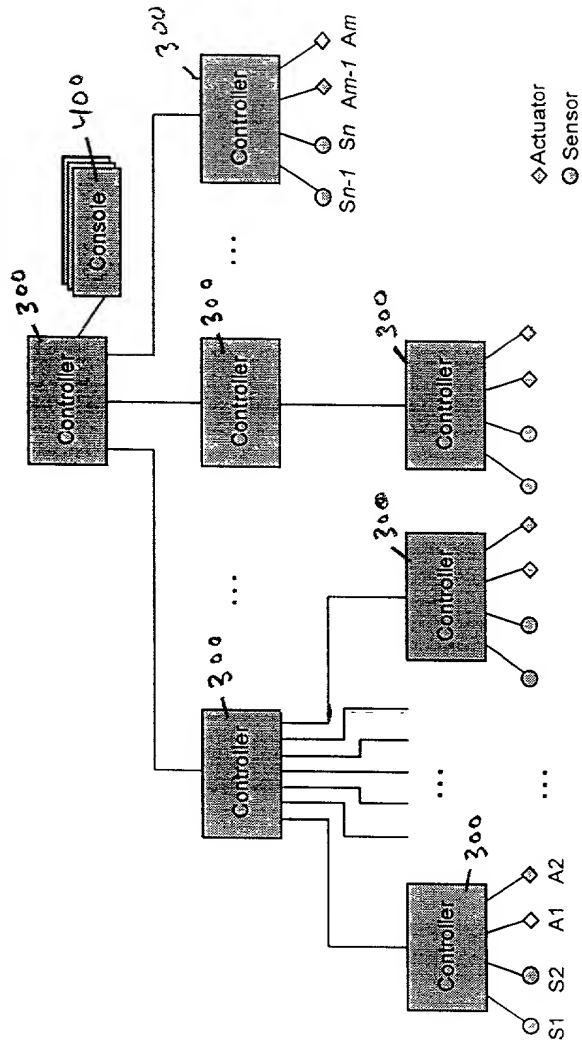




Figure 25.

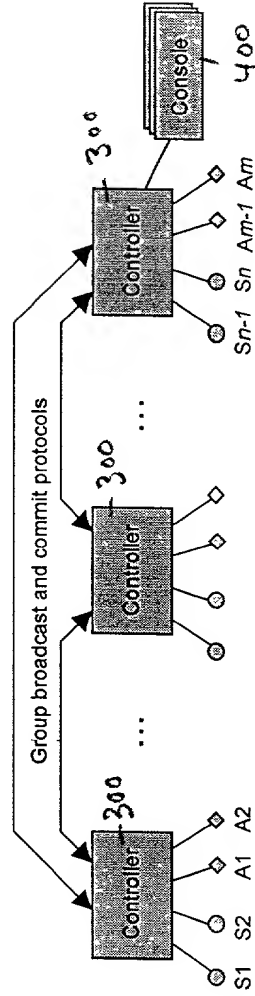


Figure 26.

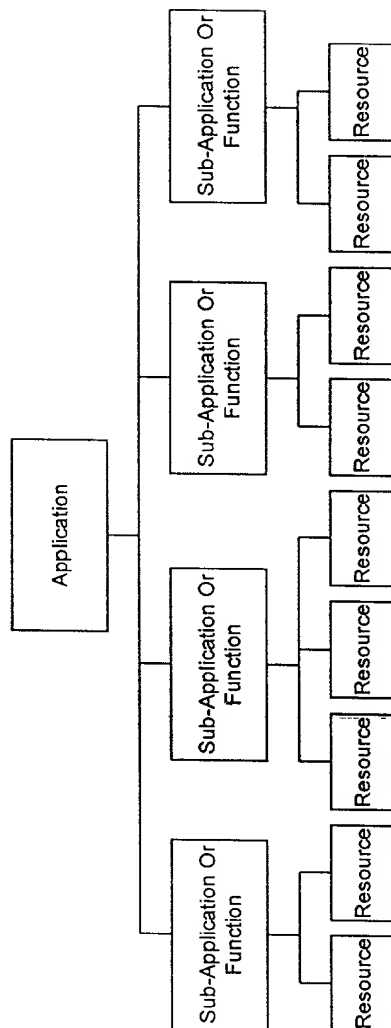
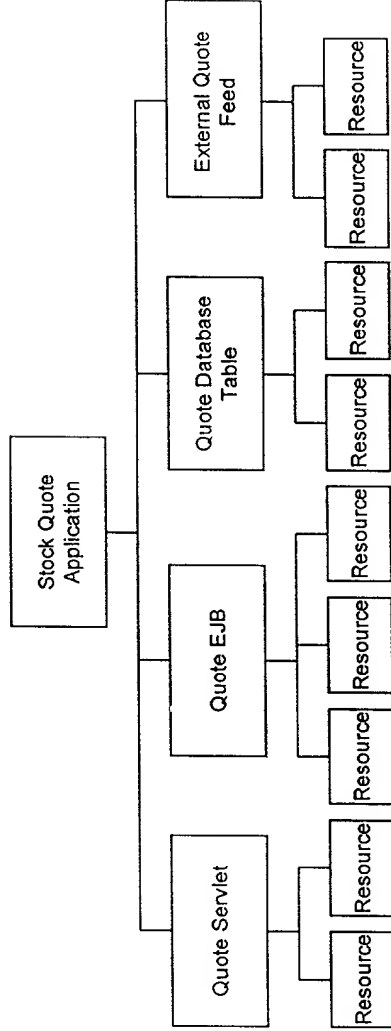


Figure 27.



# Figure 28.

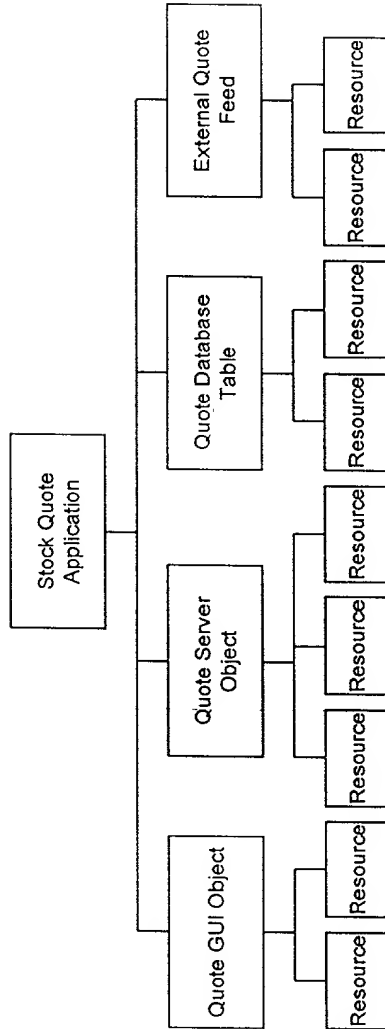


Figure 29.

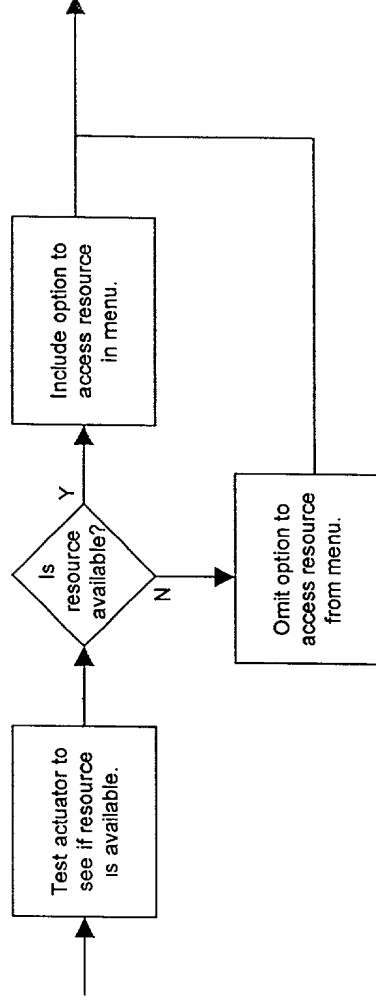


Figure 30.

```
// test to see if resource is available
if (actuator.isResourceAvailable()) {
    // enable appropriate menu item
    resourceMenuItem.setEnabled(true);
} else {
    // disable appropriate menu item
    resourceMenuItem.setEnabled(false);
}
```

## Figure 31.

```
' test to see if resource is available
If actuator.isResourceAvailable() Then
    ' enable appropriate menu item
    menuItem.enabled = True
Else
    ' disable appropriate menu item
    menuItem.enabled = False
End If
```

Figure 32.

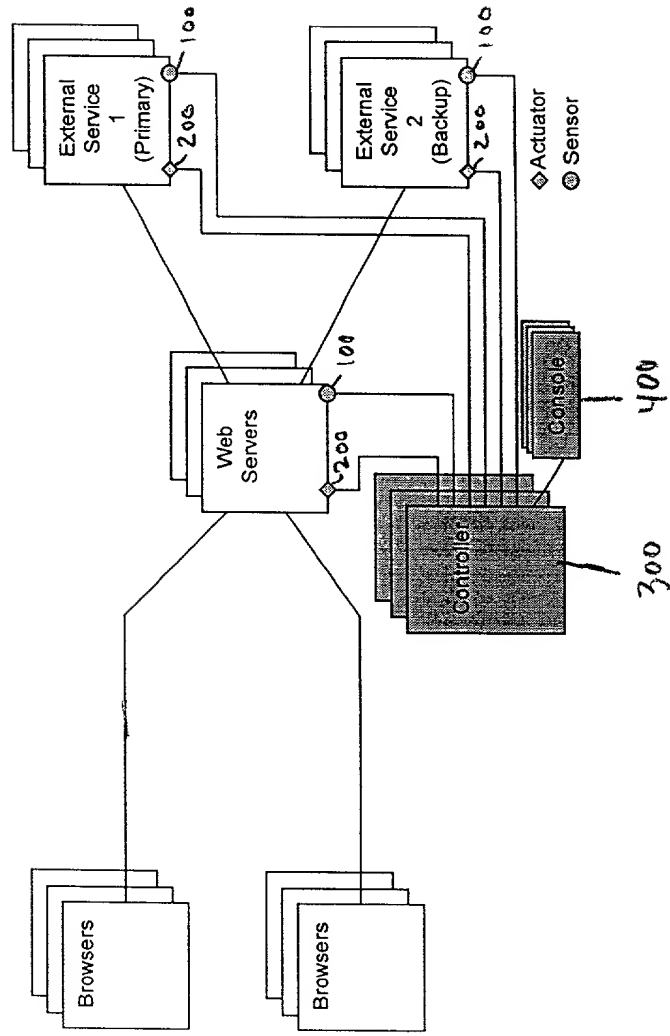




Figure 33.

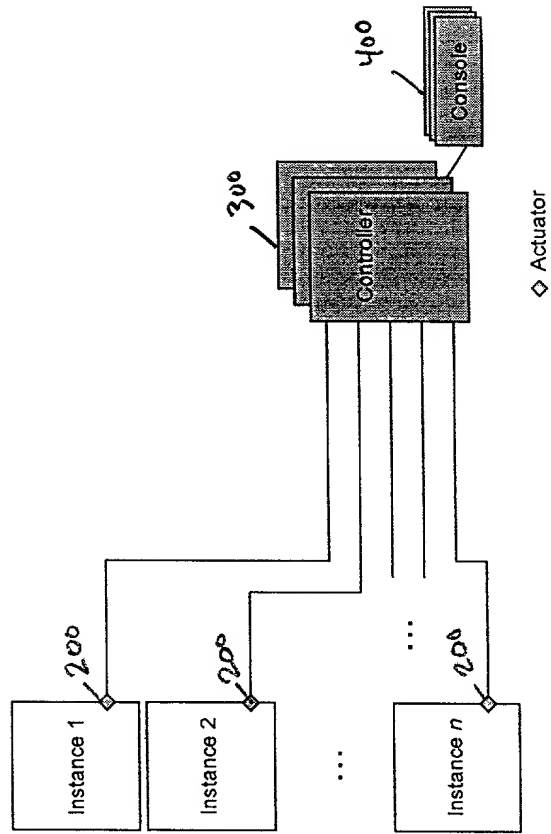
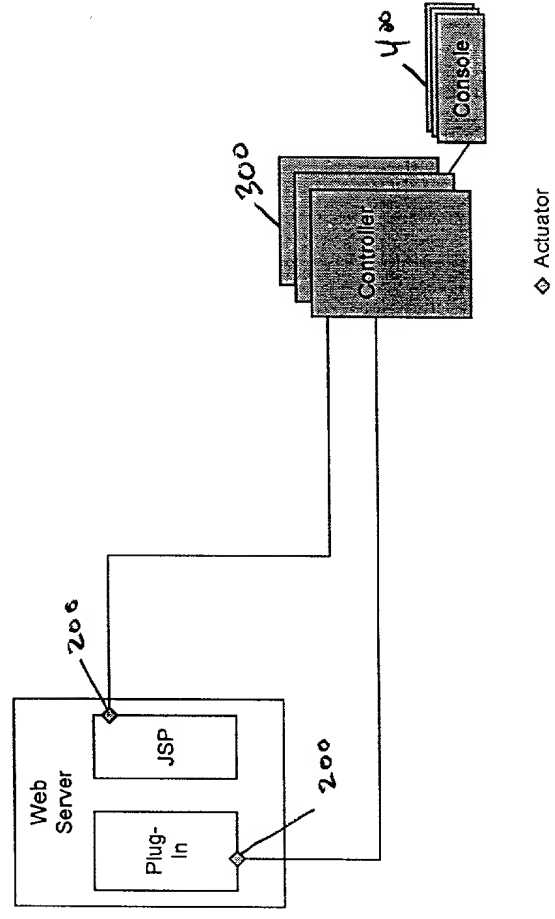


Figure 34.





# Figure 36.

